

## SEGA OF AMERICA

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### HELPFUL HINTS : R-TYPE

#### Hidden invincible mode:

Insert both control pads (1 and 2) into the power base. Before turning on the power, press and hold down the directional pad in the lower right-hand corner of control pad 1 and the upper left-hand corner of the directional pad on control pad 2 plus button 1 on control pad 2 simultaneously. Turn the power on and keep holding both directional pads in the above positions and button 1 on control pad 2 until the "R-Type" logo appears on the screen.

#### Sound test:

On the "Continue" screen (after the "Game Over" screen) a 'countdown' will start. At this time, rotate the directional pad in the counter-clockwise direction until the countdown stops (it will stop automatically). Release the directional pad and you will enter the sound test. To change sounds, rotate the directional pad right or left and pushing button 1. There are 17 sounds that can be listened to.

#### To continue :

There are two continue modes for "R-Type". The first allows 10 to 12 continues. When you have died three times and the "Continue" screen appears, rotate the directional pad of control pad 1 clockwise quickly and you will receive between 10 to 12 continues depending on how quickly you rotated the pad. The second way allows more continues but is more complicated. After accessing the sound test (at 00), push and hold button 2 on control pad 1, then push the directional pad to the left. The number 00 will change to 95. You will need to rotate down from 95 to 00 by pushing left on the directional pad of control pad 1 and button 1 after each number all the way to 00. Be sure to pause briefly after each number before changing it. At 00, push button 1 on control pad 1 until the countdown resumes. Then start rotating the directional pad clockwise and you will see credits counting up. Before the timer runs out push button 1 to start the game. If the timer runs out before pushing button 1 the credits will not count. You can continue to die and ring up credits with this mode until no more can be rung up.

#### Entrance of hidden stage:

At the 4th stage, two large blank parts of the upper-side of the screen can be found. This first blank is the entrance of the hidden stage. Move your ship into this blank space and hit the left wall with the back of your ship. At this time, the hidden stage will start.

Additional hints for main bosses:

Stage 1: Frontline base

Boss 1: Krell

His weakness is in the face in his stomach. Shoot a satellite into it with the 4-way shot. Worth 5,000 points.

Stage 2: Bydo Caves

Boss 2: Gomada

He is guarded by a death snake. Shoot the eye with the lazer.

Stage 3: Mega Battleship

Boss 3: Mega Battleship

Satellites are a must in this stage.

Stage 4: The Terrible Mechanical Cells

When you go into the wall of mechanical cells be sure to have a satellite behind you, you will need it.

Boss 4: Monpaira

Shoot the green windows when separated.

Stage 5: Under water caves

Alien-seeking missiles are the best in this round.

Boss 5: Kraken

Shoot obstacles that surround the center of star object, then shoot star in the middle until it explodes.

Stage 6: Warehouse Labryinth

You can kill Dupos, but it's best to try to stay out of the way!

Boss 6: NO boss

Stage 7: The Eroding City

Boss 7: Buronko

The spot that shines bluish is its weakest spot.

Stage 8: The Bydo Empire

Home base, somewhat like level two.

Boss 8: Bydo

Shoot droid into mouth of creature. Worth 15,000 points.